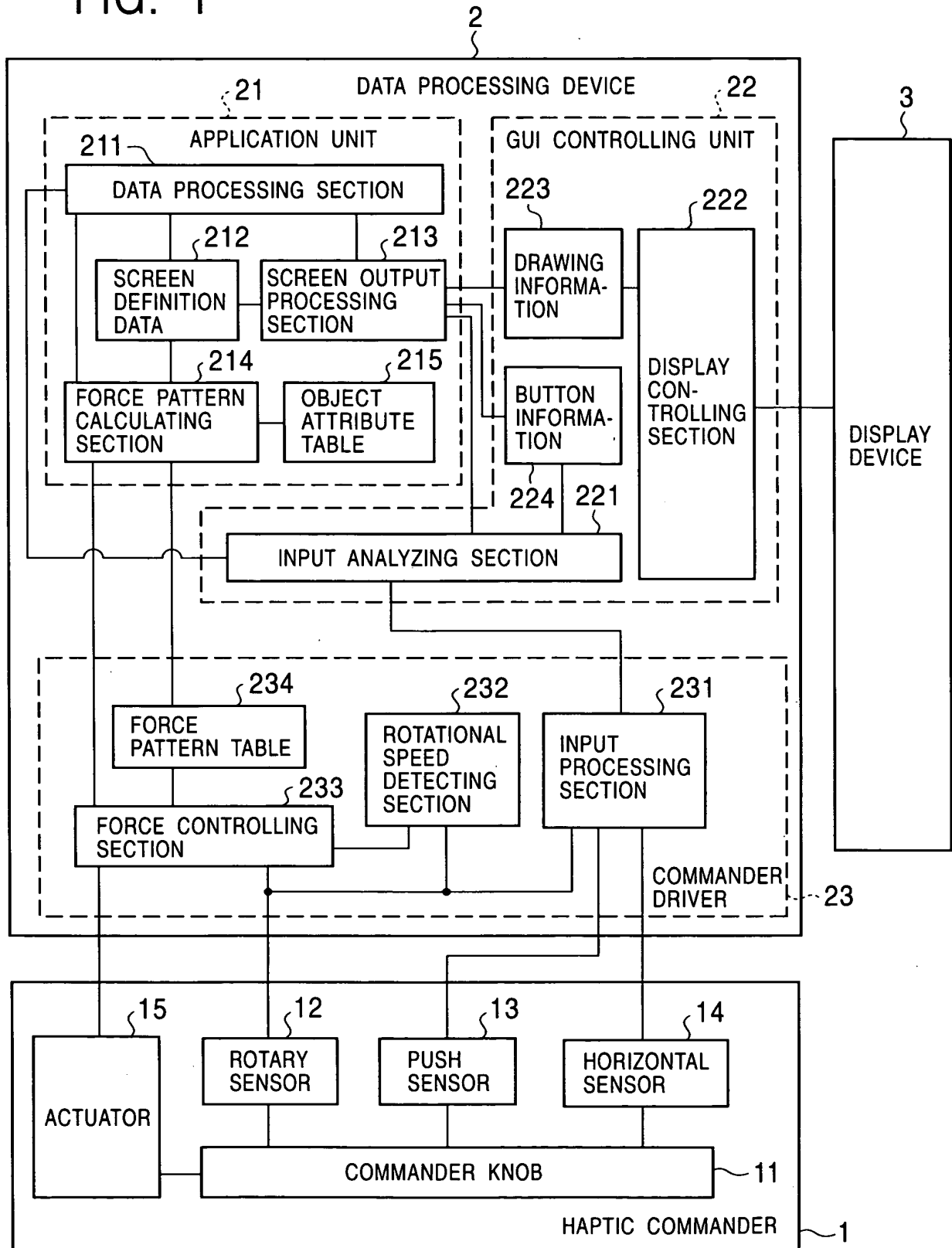


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FIG. 1



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FIG. 2A

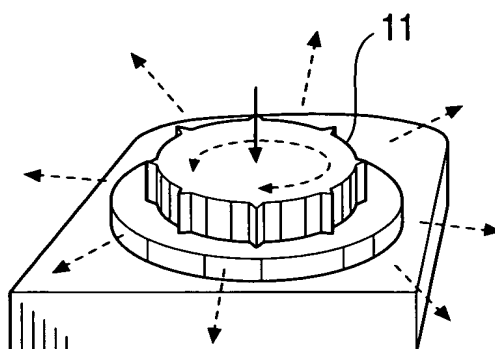


FIG. 2B

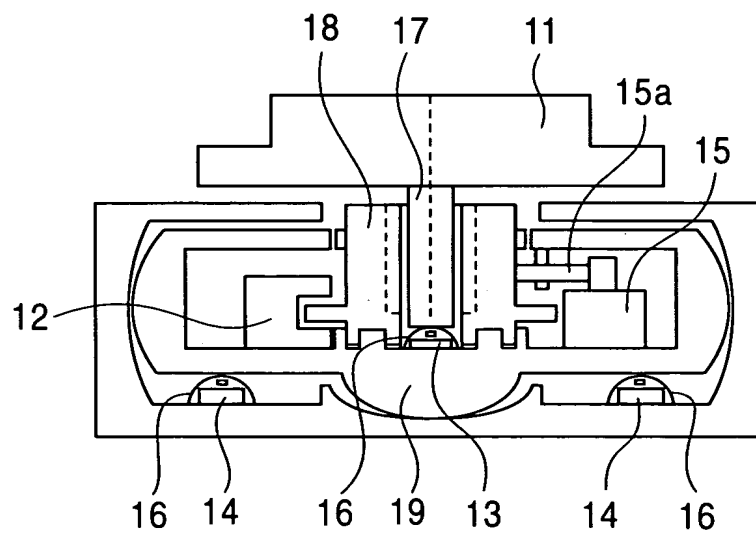


FIG. 3A

DIRECTION OF ROTATION	ANGLE θ	FORCE F
CLOCKWISE	\vdots	\vdots
	2ϕ	$G3(\theta)$
	ϕ	$G1(\theta)$
	0	$G2(\theta)$
	$-\phi$	$G4(\theta)$
	-2ϕ	
	\vdots	\vdots
COUNTER-CLOCKWISE	\vdots	\vdots

FIG. 3B

BUTTON ID	ANGLE RANGE	VALUE
# 1	$\theta_1 - \theta_2$	func _a ()
# 2	$\theta_n - \theta_m$	func _b ()
\vdots	\vdots	\vdots

FIG. 4A

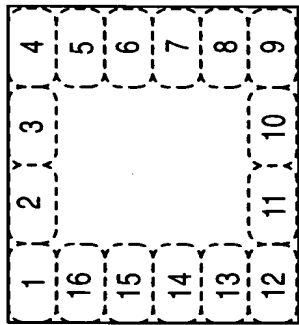


FIG. 4B

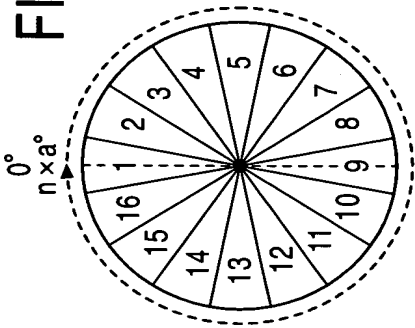


FIG. 4C

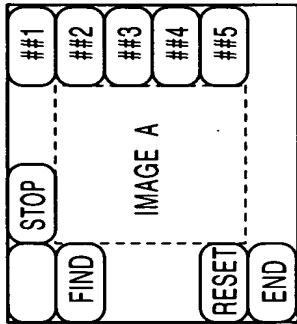


FIG. 4D

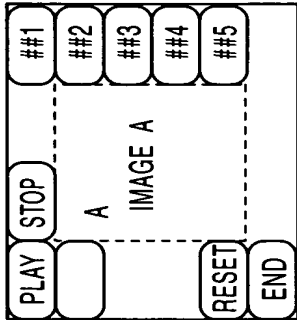


FIG. 4E

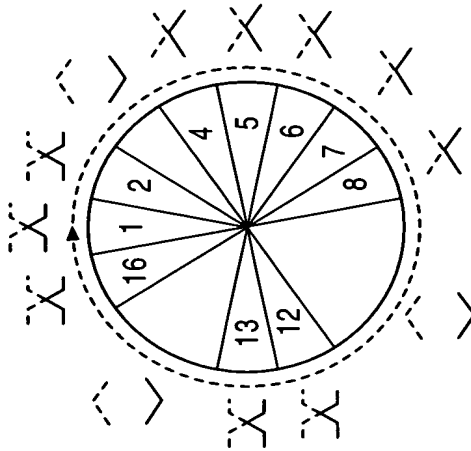


FIG. 4F

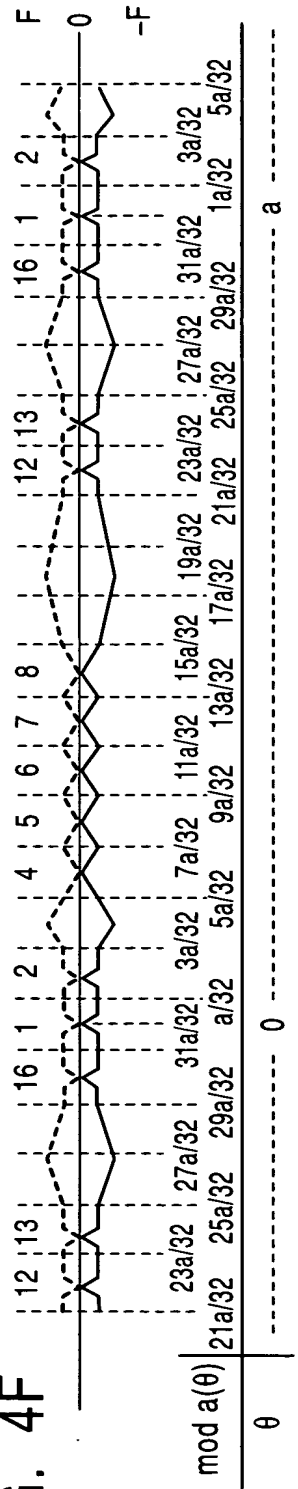


FIG. 5A

image (A, x, y-x, y)

button (type=command style, label, value, x, y-x, y)

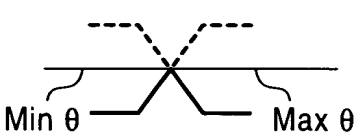
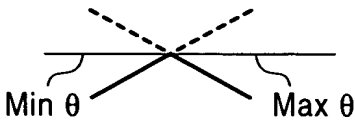
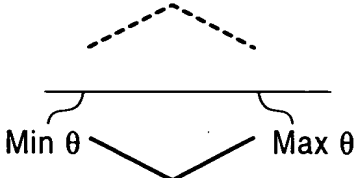
button (type=command style, label, value, x, y-x, y)

⋮

button (type=item style, label, value, x, y-x, y)

button (type=item style, label, value, x, y-x, y)

FIG. 5B

DISPLAY ELEMENT	FORCE PATTERN
COMMAND	<div></div>
ITEM	<div></div>
SPACE	<div></div>

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FIG. 6A

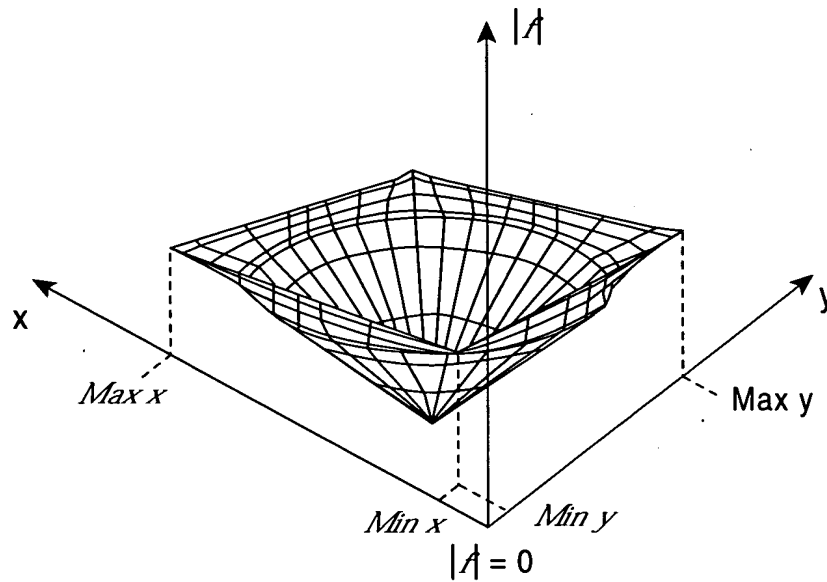


FIG. 6B

